

# François López

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## Software Engineer

I've always shown deep interest in the way things work. I'm a software developer focusing on cloud tech, developer tools and the web. Developed magnificent time management, math, logical, research, problem solving and organizational skills through past and international work experiences. Open mind to multicultural envs, adapted to ever-evolving and fast-changing industries. Trilingual in Spanish, English and Portuguese.

## Skills

Docker	Skillful
MongoDB	Experienced
HTML & CSS	Experienced
Java	Experienced
React	Experienced
Node JS	Experienced
Git	Experienced
TypeScript	Experienced
Kotlin	Experienced
Golang	Experienced

## Details

Nationality	Ecuadorian
Date / Place of birth	2th March, 1999 Babahoyo, Los Ríos

## Languages

Spanish	Native speaker
English	Very good command
Portuguese	Very good command

## Links

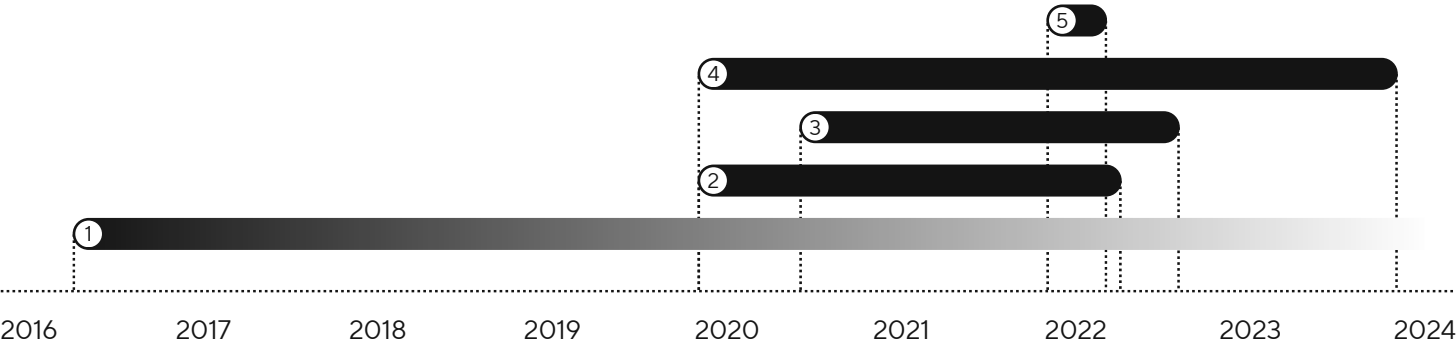
- [About Me](#)
- [Instagram](#)
- [GitHub](#)

## Employment History

① Open-Source contributor  
Self Employed  
April 2016 – Present

② Software Architec  
Pay U, Amsterdam (Remote)  
November 2019 – April 2022

③ Front-End Developer  
GAMERSHUB, LLC, New York (Remote)  
June 2020 – August 2022



Contributing with open-source community pushing minor fixes around GitHub.

- Oriented to API RESTful's development; integration with various services (internal & external),
- I helped put in place practices for code quality, documentation and continuous integration.
- This evolved to platform infra (Docker, Traefik) to support future clients.
- Database modeling (ERD/ERM) and migrations using Prisma.
- Minor integration test proposed by the team.
- Boiler-plating API modules and create starter resources for endpoints with NestJS.
- Adapting APIs structures from .NET/C# to get micro-services wrapped implementing serverless applications.

- Design, maintenance and development of fully user-friendly game interfaces with React.
- Maintenance and implementation of Chromium Embedded Framework 3d to improve new features to link 3D game models with functionally interfaces made with Vue.JS.
- Node JS background for improving server-side structuring using: Nest.js, Meteor.js and Express.js using Chai unit testing.
- Web tooling using Node JS for enhance web applications through React Native, Axios and implementing third-party libraries.
- Adapting third-party libraries to have more complex and affordable maintenance to project, discord.js on NodeJS: applying guidelines nested by Discord SDK.
- Improving and creating new interfaces with VueJS for In-Game views and ReactJS for Web user resources.
- Maintenance of CI/CD to automatizing more of features that are implemented.

## Education

### ④ Software Engineer

Universidad ECOTEC,  
Samborondón

November 2019 – November 2023

ECOTEC's Programming Club  
Member; voluntary contribution to building software services for internal usability with .NET, Golang, React, VueJS and furthermore.

## References

References  
available  
upon  
request

## Internships

### ⑤ Software Designer Intern

SRI (IRS) at Guayaquil

November 2021 – March 2022

Support the team to develop many fee tools system for internal use of the Government.

